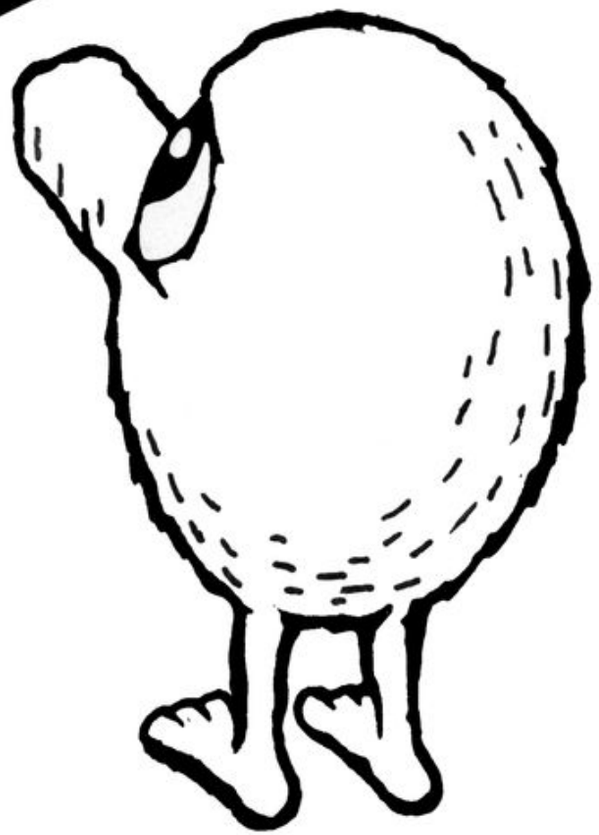
ULTRA™
GAMES

NES—QB—USA

HOW TO PLAY

Q*bert®



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This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

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Wood Dale, IL 60191

HOW TO FREE Q*BERT FROM THE TIME WARP

When Q*bert's title screen appears, choose either 1 or 2 player mode by pressing the Select Button, Next, press the Start Button to go to the Set Up Stage. Once there, follow the on-screen directions.

Each player begins with 5 Q*berts to his or her credit. Your goal is to bounce the hapless little fella up, down and around the Tazmanians' perilous pyramids, changing the color of each square as you go. The upper-left corner or the screen shows you which color the squares in a stage should be changed to (Note: some stages require you to change the color of each square twice, and in the latter stages if you land on a square a third time it will change back to its original color).

Your supreme challenge is to guide Q*bert through the entire time warp, until you free the pug nosed hero so he can return to his true calling in life—playing a stuntman double for Don Johnson!

You'll also be going for maximum points. After 6,000 points you receive (1) extra Q*bert. You'll receive another Q*bert for every 12,000 points thereafter.

By the way, you have the option of continuing the adventure from the level where your last Q*bert croaked. But only 3 times.

LEVELS OF ADVENTURE

All told, there are 9 loony levels to maneuver Q*bert safely through. Each level contains 4 slippery stages, and as you reach higher stages, the action really gets hairy.

Q*BERT'S ARCH ENEMIES

The bad guys you should fear are Ugg, Wrong-Way, Slick, Sam and Coily. The worst of the bunch are Slick and Sam, because they get their thrills changing a square back to its original color, thus erasing your achievements and forcing you to begin at square one.

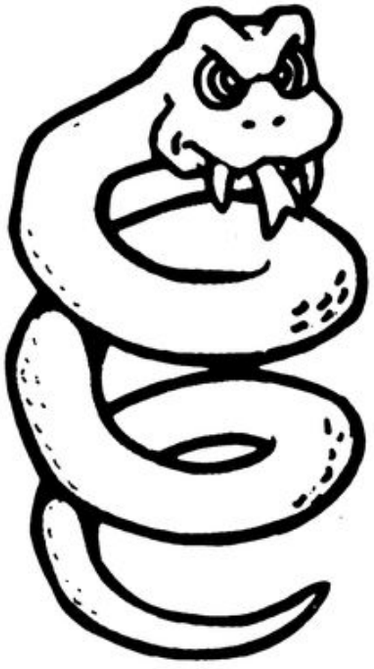
You've also gotta watch out for falling Whammy Balls. Bump into them and you're as good as gone!

Q*bert's Survival Secrets

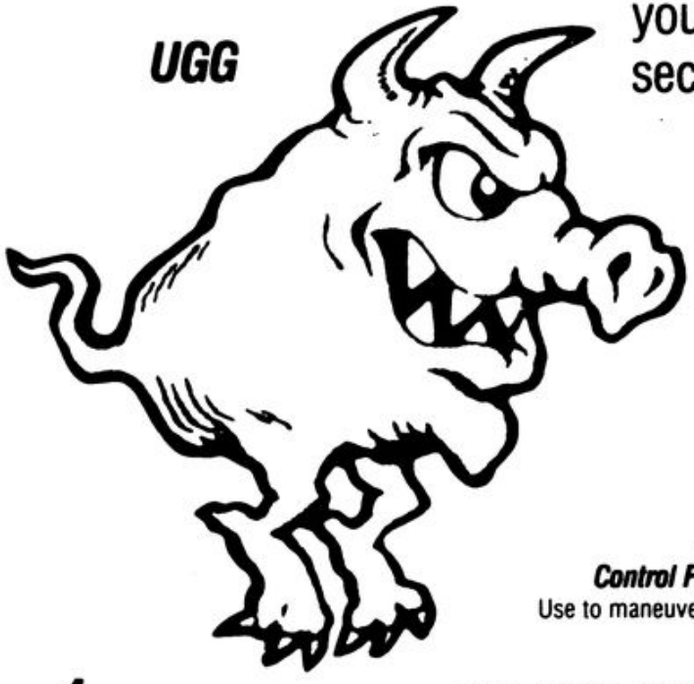
Use the Whirly-Discs at either side of the pyramids to escape from sticky situations and possibly destroy all your enemies at once. If, of course, you can survive without hopping on these —it's mega-bonus points!

Also, watch for small green balls to drop onto the scene. Jump on these babies and you'll freeze the roving ruffians for a split second or two.

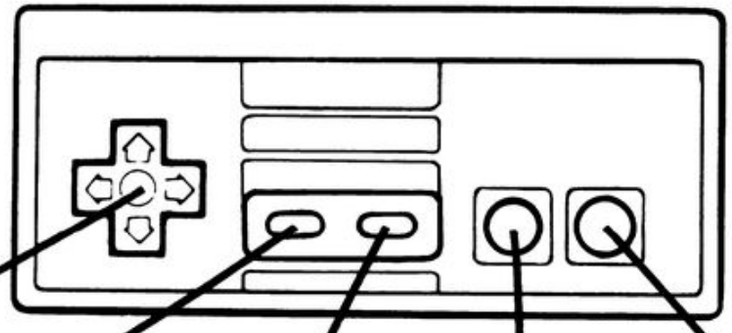
COILY



UGG

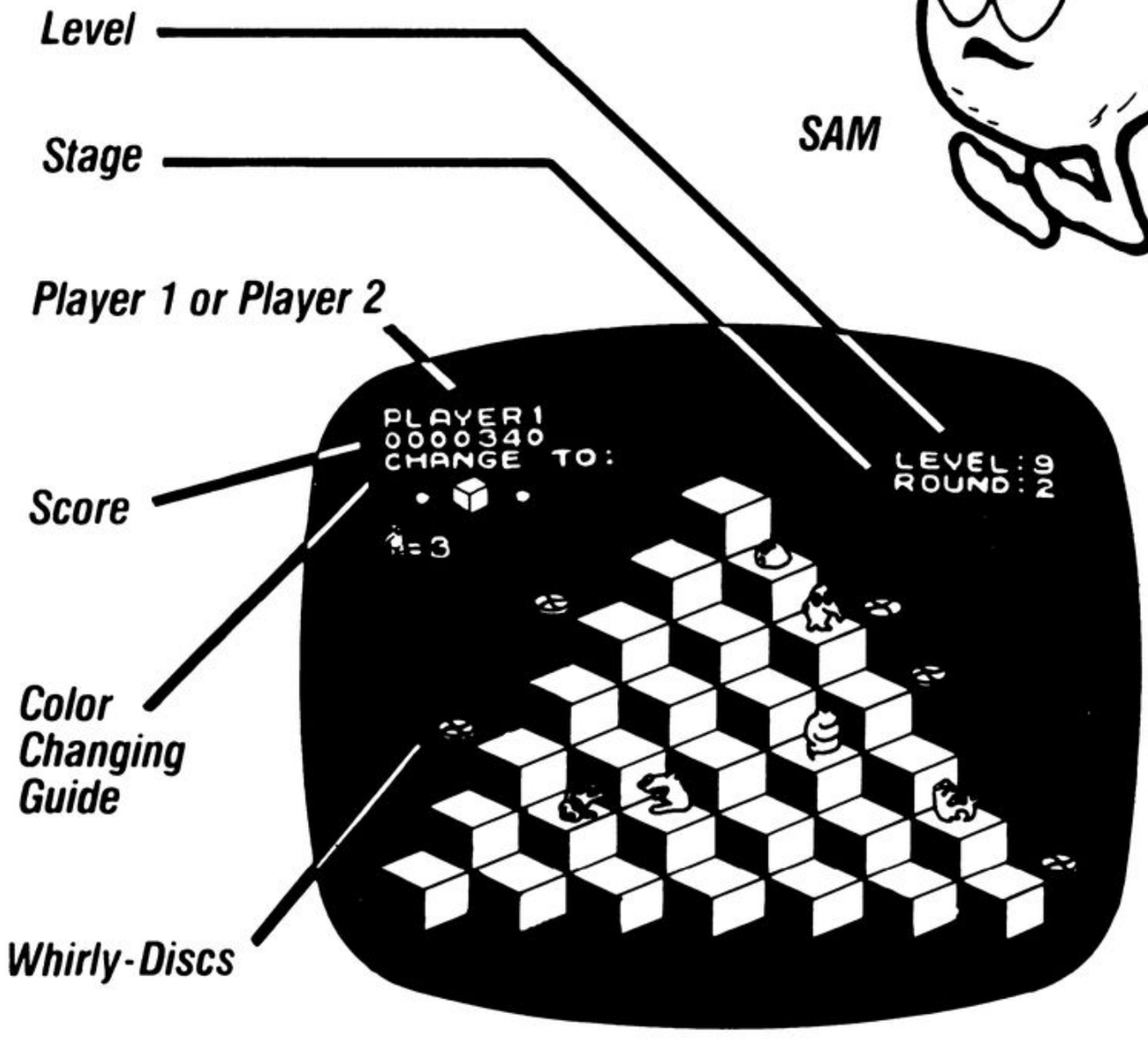


Q*bert's Guidance System

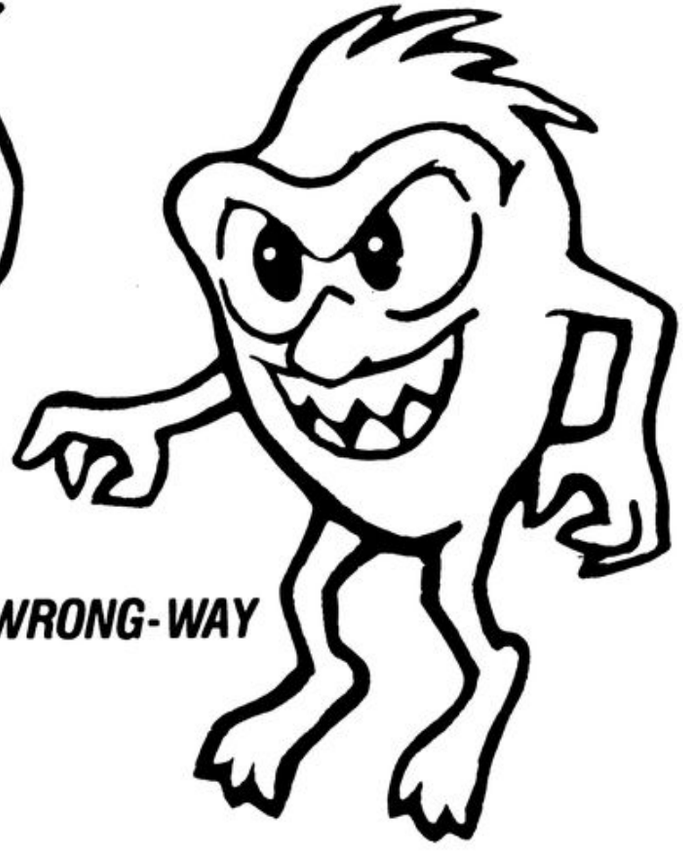


***Hint! Hint! Tilt the Controller at a 45° angle during play to bounce better on the pyramids.**

THE TAZMANIACS' TREACHEROUS TIME WARP



SAM



WRONG-WAY

SLICK

Treat Your ULTRAGAMES Cassette Carefully

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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